

IN THE CLAIMS

Please amend Claims 1, 9 and 10.

Please cancel Claims 8, 17 and 18.

1. (currently amended) A method for viewing a set of sequential bitmaps comprising:

sequentially playing the set of sequential bitmaps, ~~wherein,~~ wherein each sequential bitmap is offset in ~~time,~~ time, and wherein each sequential bitmap includes a repeated portion containing content that is repeated in another portion of the sequential bitmap;

defining a view window within each sequential bitmap which defines a portion of the sequential ~~bit-map~~ bitmap under the view window; and

allowing the view window to move with respect to the sequential bitmaps as the sequential bitmaps are sequentially played.

2. (original) The method of Claim 1, wherein each sequential bitmap has a 360 degree field of view.

3. (original) The method of Claim 1, wherein each sequential bitmap has a 180 degree field of view.

4. (original) The method of Claim 1, wherein the view window is defined by a standard viewing software package.

5. (original) The method of Claim 4, wherein standard viewing software package is Macromedia™ Flash.

6. (original) The method of Claim 1, wherein each

sequential bitmap defines a cylindrical space.

7. (original) The method of Claim 1, wherein each sequential bitmap is self-contained.

8. (cancelled herewith)

9. (currently amended) The method of ~~Claim 3~~, Claim 1, wherein the ~~overlap~~ repeated portion has a 40 degree field of view.

10. (currently amended) The method of ~~Claim 3~~, Claim 1, wherein the view window has a field of view and the ~~overlap~~ repeated portion has a field of view greater than the field of view of the view window.

A 11. (original) A method for viewing an immersive picture comprising:

defining an immersive picture;

repeating a portion of the content of the immersive picture;

storing the repeated portion together with the immersive picture to form an overlapping immersive picture;

defining a view window within the overlapping immersive picture which defines a portion of the overlapping immersive picture under the view window; and

allowing the view window to move with respect to the overlapping immersive picture.

12. (original) The method of Claim 11, further comprising displaying the portion of the overlapping immersive picture

defined by the view window.

13. (original) The method of Claim 11, further comprising:
allowing the view window to define a first portion of the
overlapping immersive picture near a first edge of the
overlapping immersive picture as the view window moves towards
the first edge; and

causing the view window to define a second portion of the
overlapping immersive picture near a second edge of the
overlapping immersive picture similar in content to the first
portion when the view window reaches a first distance from the
first edge.

14. (original) The method of claim 11, wherein the view
window is implemented in a standard viewing software package.

A1
15. (original) The method of Claim 14, wherein the
standard viewing software package is Macromedia™ Flash.

16. (original) The method of Claim 11, further comprising
a second overlapping immersive picture combined with the
overlapping immersive picture to form an overlapping immersive
movie.

17. (cancelled herewith).

18. (cancelled herewith).
